Napoléon & Eagles

EAGLES & NAPOLEON

The **Eagles** card game is a more detailed version of the battle system in **Napoléon.** Both games can be combined to give each more depth, adding strategic play to *Eagles*, and tactical details to *Napoléon*. Set-up and play *Napoléon* normally. The following special rules apply.

1. For **each army,** French, Anglo-Dutch, and Prussian, separate the Eagles cards into FOUR individual decks, one for Infantry, Cavalry, and Artillery, and one combined deck of Generals, Terrain, and Special cards which is called the "Special" deck.

2. When a battle results from maneuver on the *Napoléon* gameboard, players note the total strength of each arm: Infantry, Cavalry, and Artillery steps.

3. Shuffle each deck of cards and deal out, face down, one card per step. That is, if you have 12 steps of Infantry, deal out 12 Infantry cards.

4. Deal out **one card per block** from the Special deck. That is, if you have five blocks involved, deal out five of these cards.

5. Resolve the battle as an *Eagles* battle. For example, Leaders work as they do in Eagles, not in *Napoléon*. When there are multiple battles, fight them simultaneously as normal. Skirmishes are resolved with blocks using the *Napoléon* system.

6. A routed **card** is recorded as a 1 step loss on a relevant block immediately. Hits must be evenly applied as in *Napoléon*.

7. Any reinforcements brought into the battle, are drawn from the card decks. If 2 blocks (Infantry 3 and Artillery 2) reinforce, draw 3 Infantry cards and 2 Artillery cards, **plus** 2 cards from the Special deck.

8. Cards retreat from the battle using the *Napoléon* rules, except an engaged card must make a normal *Eagles* morale check and is routed (eliminated) if it fails that check.

9. When a battle is resolved, surviving Infantry, Cavalry, and Artillery (including those that already retreated) are converted back into the correponding blocks in their location(s). As long as unit types remain consistent, it is not necessary to remember exactly which blocks generated which cards.

OPTIONS

Terrain Match

Terrain in *Eagles* is more varied than in *Napoléon*. However, specific terrain card types corresponding with the Terrain blocks drawn for a **Napoléon** battle can be used in an **Eagles** battle.

Corps Intergrity

Eagles cards are a complete order of battle for the Waterloo Campaign. Using a complete set of cards, players may choose to match up cards by corps to corresponding blocks. That is, the infantry 3 of the French 6th corps, is represented in the *Eagles* battle as leader #018 (Mouton), plus three infantry cards randomly chosen from 6th Corps infantry: #19, 20, 21, 22, 23, 24.